

## CLAIMS

1. A game comprising a plurality of stations, wherein each of the plurality of stations recognizes the accomplishment of a task therewith and communicates this accomplishment to at least one other station, and wherein at  
5 least one of the stations gathers information from all of the stations.
2. A game as set forth in claim 1, wherein the communication between/among the stations is performed wirelessly.
3. A game as set forth in claim 2, wherein the wireless communication is performed with infrared light techniques.
- 10 4. A game as set forth in claim 2, wherein the wireless communication is performed with radio frequency techniques.
5. A game as set forth in claim 2, wherein the wireless communication is performed with ultra high-frequency sound techniques.
6. A game as set forth in claim 1, wherein at least one of the stations  
15 generates an output based on the information gathered from all of the stations.
7. A game as set forth in claim 6, wherein at least one of the stations generates an output based on the accomplishment of a task therewith.
8. A game as set forth in claim 1, wherein at least one of the stations generates an output based on the accomplishment of a task therewith.
- 20 9. A game as set forth in claim 1, wherein the game further comprises a ball, and wherein the task is accomplished by the ball being affiliated with the station.

10. A game as set forth in claim 9, wherein the ball is affiliated with the station by being positioned within a net.

11. A game as set forth in claim 1, further comprising at least one identification item, and wherein the task is accomplished by the identification  
5 item contacting one of the plurality of stations.

12. A game as set forth in claim 11, wherein the at least one identification item comprises a plurality of identification items, and wherein each of the stations can recognize each identification item and distinguish it from the other identification item(s).

10 13. A game as set forth in claim 11, wherein the identification item is worn or carried by a player.

14. A game as set forth in claim 13, wherein the identification item is an article of clothing worn by a player.

15 15. A game as set forth in claim 14, wherein the identification item is a glove worn on a player's hand.

16. A game as set forth in claim 11, wherein each station comprises a reader, and wherein each identification item comprises an identification tag that can be read by the reader.

17. A game as set forth in claim 16, wherein the reader(s) broadcast a  
20 radio frequency activation signal, which is received by one of the identification tags when the corresponding identification item contacts the station, and wherein the identification tag is powered to transmit identification information to the reader.

18. A toy as set forth in claim 16, wherein each identification tag comprises a bar code printed on the attachable item and wherein the reader(s) read the bar code to obtain identification information.

19. A game as set forth in claim 1, wherein the plurality of stations  
5 comprises only two stations.

20. A game as set forth in claim 1, wherein the plurality of stations comprises more than two stations.

21. A game as set forth in claim 1, wherein the plurality of stations comprises more than three stations.

22. A game as set forth in claim 1, wherein the plurality of stations  
10 comprises at least four stations.

23. A game as set forth in claim 1, wherein each station resembles a basketball hoop, and the task comprises the passage of a ball through the hoop.

24. A game as set forth in claim 1, wherein the task comprises being  
15 the first to contact the station.

25. A game comprising a first station, a second station, and a ball-like object, wherein:

one child/team attempts to affiliate the ball-like object with the first station and another child/team attempts to affiliate the ball-like object with the second  
20 station;

the first station recognizes when the ball-like object is affiliated therewith and generates an output associated with this affiliation;

the second station recognizes when the ball-like object is affiliated therewith and generates an output associated with this affiliation;

the first station or the second station wirelessly communicates the other of the second station or the first station, gathers information pertaining to affiliations at both the first station and the second station, and generates an output based on the information gathered from both of the stations.

5           26.    A game as set forth in claim 25, wherein the station includes a net, and wherein the ball is affiliated with the station by being positioned within the net.

          27.    A game as set forth in claim 26, wherein the ball is affiliated with the station by passing through the net.

10           28.    A game as set forth in claim 25, wherein the first station and the second station each resemble a basket hoop with a net, and wherein the ball is affiliated with the station by passing through the net.

          29.    A game comprising a plurality of stations and a plurality of identification items:

15           wherein each child/team carries an identification item and attempts to first contact one of the plurality of stations with this identification item;

          wherein each of the plurality of stations recognizes when contact has been made therewith and identifies the identification item that made such contact;

20           wherein each of the plurality of stations wirelessly communicates with at least one of the other stations; and

          wherein at least one station gathers information pertaining to contacts at each of the plurality of stations, and generates an output based on these information.

25           30.    A game as set forth in claim 29, wherein each identification item comprises a wearable garment, and wherein each child/team carries the identification item by wearing it.

31. A game as set forth in claim 30, wherein each station comprises a reader, and wherein each identification item comprises an identification tag that can be read by the reader.

32. A game as set forth in claim 31, wherein the reader(s) broadcast a radio frequency activation signal, which is received by one of the identification tags when the corresponding identification item contacts the station, and wherein the identification tag is powered to transmit identification information to the reader.

33. A game as set forth in claim 31, wherein each identification tag comprises a bar code printed on the attachable item, and wherein the reader reads the bar code to obtain identification information.

34. A game as set forth in claim 29, wherein the plurality of stations comprises more than two stations.

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